

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device ~~operable~~ configured to operate to display:

(i) a plurality of locations including a first location and at least one setback condition location, wherein the plurality of said locations form a path, and

(ii) at least one symbol adapted to make a plurality of moves to a plurality of the locations, and

~~(iii) at least one setback condition associated with at least one of the locations along the path;~~

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

(a) cause the symbol to move to one of the locations along the path toward the first location,

(b) for each time occurrence of the symbol movinges to the at least one location ~~associated with the setback condition location~~, randomly determine whether to relocate the symbol to one of the locations along the path further from the first location,

(c) if the random determination is to relocate the symbol to one of the locations along the path further from the first location, move the symbol to one of the locations along the path further from the first location,

(de) determine a number of each of the locations the symbol has moved to,

(ed) repeat steps (a) to (de) until the symbol moves to the first location, and

(fe) provide a player an award based on the determined number of locations the symbol has moved to before the symbol moves to the first location, said award being separate from any value which is associated with any of the locations prior to the symbol being moved to any of said locations.

Claim 2 (currently amended): The gaming device of Claim 1, wherein the display device is ~~operable~~ configured to operate to display at least one advance condition associated with at least one of said locations along the path.

Claim 3 (currently amended): The gaming device of Claim 2, wherein when executed by the processor, said plurality of instructions cause said processor to ~~relocate~~ move the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the display device is ~~operable~~ configured to operate to display a plurality of setback conditions locations ~~associated with a plurality of the locations along the path~~.

Claim 5 (currently amended): A gaming device comprising:

~~_____ a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;~~

~~_____ at least one symbol adapted to make a plurality of moves to a plurality of the locations;~~

~~_____ at least one setback condition associated with at least one of the locations along the path; and~~

an input device;

a processor; and

a triggering event associated with a display device configured to display a play of a game operable upon a wager by a player, wherein after each occurrence of said a triggering event associated with said play of the game:

(a) a plurality of locations including a first location and at least one setback condition location are displayed, the plurality of locations forming a path;

(ba) the a symbol is moved to one of the locations along the path toward the first location,

(cb) for each time occurrence of the symbol movinges to the at least one location associated with the setback condition location, a random determination is performed to determine whether to relocate the symbol is relocated to one of the locations along the path further from the first location,

(d) if the random determination is to relocate the symbol to one of the locations along the path further from the first location, the symbol is moved to one of the locations along the path further from the first location,

(ee) a number of each of the locations the symbol has moved to is determined,

(fd) steps (ba) to (ee) are repeated until the symbol movement terminates when the symbol is moved to the first location, and

(ge) the player is provided an award based on the determined number of locations the symbol has moved to before the symbol moves to the first

location, said award being separate from any value which is associated with any of the locations prior to the symbol being moved to any of said locations.

Claim 6 (previously presented): The gaming device of Claim 5, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 7 (currently amended): The gaming device of Claim 6, wherein the symbol is ~~relocated~~ moved to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 8 (currently amended): The gaming device of Claim 5, which includes a plurality of setback conditions locations ~~associated with a plurality of the locations along the path~~.

Claim 9 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable ~~configured to operate~~ to display:

- (i) a plurality of locations including at least: a first location and at least one location before said first location, a second location and at least one location after said second location, and a plurality of designated locations which form a path between said first location and said second location, at least one of the designated locations being a setback condition location, and
- (ii) a plurality of awards associated with a plurality of said designated locations along the path,
- (iii) ~~at least one symbol adapted to make a plurality of moves to a plurality of the locations, and~~
- (iv) ~~at least one setback condition associated with at least one of the designated locations along the path;~~

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

- (a) prior to causing a symbol to move to any of the locations, display the symbol at the first location,
- (ba) cause the symbol to move to one of the locations toward the second location,
- (cb) for each time occurrence of the symbol movinges to the at least one location associated with the setback condition location, randomly determine whether to relocate the symbol to one of the locations further from the second location,
- (d) if the random determination is to relocate the symbol to one of the locations further from the second location, move the symbol to one of the locations further from the second location,

- (~~ee~~) determine a number of each of the locations the symbol has moved to,
- (~~fe~~) if the symbol is moved to said at least one of the locations before the first location, cause a terminating condition to occur,
- (~~ge~~) if the symbol is moved to said at least one of the locations after the second location, cause the terminating condition to occur,
- (~~hf~~) repeat steps (~~ba~~) to (~~ge~~) until the terminating condition occurs, and
- (~~ig~~) after the terminating condition occurs, provide a player a total award based on: (i) any award associated with any of the designated locations the symbol has moved to, and (ii) the determined number of designated locations the symbol has moved to before the terminating condition occurs.

Claim 10 (canceled).

Claim 11 (original): The gaming device of Claim 9, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 12 (currently amended): The gaming device of Claim 9, wherein the display device is ~~operable~~ configured to operate to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 13 (currently amended): The gaming device of Claim 12, wherein when executed by the processor, said plurality of instructions cause said processor to ~~relocate~~ move the symbol to one of the locations further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 14 (currently amended): The gaming device of Claim 9, wherein the display device is ~~operable~~ configured to operate to display a plurality of setback conditions locations ~~associated with a plurality of the designated locations along the path.~~

Claim 15 (currently amended): A gaming device comprising:

~~—— a plurality of locations including at least: a first location, a second location, and a plurality of designated locations which form a path between said first location and said second location;~~

~~—— a plurality of awards associated with a plurality of said designated locations along the path;~~

~~—— at least one symbol adapted to make a plurality of moves to a plurality of the locations;~~

~~—— at least one setback condition associated with at least one of the designated locations along the path; and~~

an input device;

a processor; and

a triggering event associated with a display device configured to display a play of a primary game operable upon a wager by a player, wherein after each occurrence of said a triggering event associated with the play of the primary game:

(a) a plurality of locations are displayed, the plurality of locations include at least: a first location and at least one location before said first location, a second location and at least one location after said second location, and a plurality of designated locations which form a path between said first location and said second location, at least one of said plurality of designated locations being a setback condition location and a plurality of awards are associated with a plurality of said designated locations,

(b) prior to causing a symbol to move to any of the locations, the symbol is displayed at the first location,

(c) the symbol is moved to one of the locations toward the second location,

(d) for each time occurrence of the symbol movinges to the at least one location associated with the setback condition location, a

random determination is performed to determine whether to relocate the symbol is relocated to one of the locations further from the second location,

(e) if the random determination is to relocate the symbol to one of the locations further from the second location, the symbol is moved to one of the locations further from the second location,

(fe) a number of each of the locations the symbol has moved to is determined,

(gd) if the symbol is moveds to the at least one of the locations before the first location, a terminating condition occurs,

(he) if the symbol is moveds to the at least one of the locations after the second location, the terminating condition occurs,

(if) steps (ca) to (he) are repeated until the terminating condition occurs, and

(ig) after the terminating condition occurs, provide a player is provided a total award based on: (i) any award associated with any of the designated locations the symbol has moved to, and (ii) the determined number of designated locations the symbol has moved to before the terminating condition occurreds.

Claim 16 (canceled).

Claim 17 (original): The gaming device of Claim 15, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 18 (previously presented): The gaming device of Claim 15, which includes at least one advance condition associated with at least one designated location along the path.

Claim 19 (currently amended): The gaming device of Claim 18, wherein the symbol is ~~relocated~~ moved to one of the locations further from the first location if the symbol moves to the designated location associated with the advance condition.

Claim 20 (currently amended): The gaming device of Claim 15, which includes a plurality of setback conditions locations ~~associated with a plurality of the designated locations along the path.~~

Claim 21 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable ~~configured to operate~~ to display:

- (i) a plurality of locations including a first location and at least one setback condition location, wherein the plurality of said locations form a path,
- (ii) a plurality of awards associated with a plurality of the locations along the path, and
- (iii) at least one symbol adapted to make a plurality of moves to a plurality of the locations along the path, and
- ~~(iv) at least one setback condition associated with at least one of the locations along the path;~~

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

- (a) cause the symbol to move to one of the locations along the path toward the first location,
- (b) for each time occurrence of the symbol movinges to the at least one ~~location associated with the setback condition location~~, relocate randomly determine whether to relocate the symbol to one of the locations along the path further from the first location,
- (c) if the random determination is to relocate the symbol to one of the locations along the path further from the first location, move the symbol to one of the locations along the path further from the first location,
- ~~(d)~~ determine a number of each of the locations the symbol has moved to,
- (e) repeat steps (a) to (e) until the symbol moves to the first location, and

(fe) provide a player a total award based on: (i) any award associated with any of the locations the symbol has moved to, and (ii) the determined number of locations the symbol has moved to before the symbol moves to the first location.

Claim 22 (currently amended): The gaming device of Claim 21, wherein the display device is operable ~~configured to operate~~ to display at least one advance condition associated with at least one of said locations along the path.

Claim 23 (currently amended): The gaming device of Claim 22, wherein when executed by the processor, said plurality of instructions cause said processor to ~~relocate~~ move the symbol to one of the locations along the path toward the first location if the symbol moves to the location associated with the advance condition.

Claim 24 (currently amended): The gaming device of Claim 21, wherein the display device is operable ~~configured to operate~~ to display a plurality of setback conditions locations ~~associated with a plurality of said locations along the path~~.

Claim 25 (currently amended): A gaming device comprising:

~~— a plurality of locations, which includes a first location, wherein the plurality of said locations form a path;~~

~~— a plurality of awards associated with a plurality of said locations along the path;~~

~~— at least one symbol adapted to make a plurality of moves to a plurality of the locations;~~

~~— at least one setback condition associated with at least one of the locations along the path; and~~

an input device;

a processor; and

a triggering event associated with a display device configured to display a play of a game operable upon a wager by a player, wherein after each occurrence of said a triggering event associated with said play of said game:

(a) a plurality of locations including a first location and at least one setback condition location are displayed, the plurality of locations forming a path, a plurality of awards are associated with a plurality of the locations along the path,

(ba) the a symbol is moved to one of the locations along the path toward the first location,

(cb) for each time occurrence of the symbol movinges to the at least one location associated with the setback condition location, a random determination is performed to determine whether to relocate the symbol is relocated to one of the locations along the path further from the first location,

(d) if the random determination is to relocate the symbol to one of the locations along the path further from the first location, the symbol is moved to one of the locations along the path further from the first location,

(ee) a number of each of the locations the symbol has moved to is determined,

(fd) steps (ba) to (ee) are repeated until the symbol movement ~~terminates when the symbol is moved to the first location~~, and

(ge) the player is provided a total award based on: (i) any award associated with any of the locations the symbol has moved to, and (ii) the determined number of locations the symbol has moved to before the symbol moves to the first location.

Claim 26 (original): The gaming device of Claim 25, which includes at least one advance condition associated with at least one of the locations along the path.

Claim 27 (currently amended): The gaming device of Claim 26, wherein the symbol is ~~relocated~~ moved to one of the locations toward the first location if the symbol moves to the location associated with the advance condition.

Claim 28 (currently amended): The gaming device of Claim 25, which includes a plurality of setback conditions ~~locations associated with a plurality of the locations along the path~~.

Claim 29 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device ~~operable configured to operate to display:~~

(i) a first location and at least one location before said first location,

(ii) a second location and at least one location after said second location, and

(iii) a plurality of locations ~~including a plurality of designated locations~~ which form a path between said first location and said second location, at least one of said plurality of locations being a setback condition location,

(iv) ~~at least one symbol adapted to make a plurality of moves to a plurality of the locations, and~~

(v) ~~at least one setback condition location associated with at least one designated location along the path;~~

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

(a) prior to causing a symbol to move to any of the locations, display the symbol at the first location,

(ba) cause the symbol to move to ~~different designated~~ one of the locations along the path from the first location toward the second location,

(cb) for each time occurrence of the symbol movinges to the at least one location ~~associated with the setback condition location,~~ randomly determine whether to relocate the symbol to one of the ~~designated locations along the path toward the first location and further from the second location,~~

(d) if the random determination is to relocate the symbol to one of the locations toward the first location and further from the second location, move the symbol to one of the locations toward the first location and further from the second location,

(ee) determine a number of each of the ~~designated~~ locations the symbol has moved to,

(fd) repeat steps (ba) to (ee) until the symbol moves to ~~one of the said at least one locations that is not between the~~ before said first location and the said at least one location after said second location, and

(ge) provide a player an award based on the determined number of ~~designated~~ locations the symbol has moved to before the symbol moves to ~~one of the said at least one locations that is not between the~~ before said first location and the said at least one location after said second location, said award being separate from any value which is associated with any of the ~~designated~~ locations prior to the symbol being moved to any of said ~~designated~~ locations.

Claim 30 (canceled).

Claim 31 (currently amended): The gaming device of Claim 29, wherein the display device is ~~operable~~ configured to operate to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 32 (currently amended): The gaming device of Claim 31, wherein when executed by the processor, said plurality of instructions cause said processor to ~~relocate~~ move the symbol to one of the locations toward the second location and further from the first location if the symbol moves to the at least one ~~designated~~ location associated with the advance condition.

Claim 33 (currently amended): The gaming device of Claim 29, wherein the display device is ~~operable~~ configured to operate to display a plurality of setback conditions locations ~~associated with a plurality of said designated locations along the path.~~

Claim 34 (currently amended): A gaming device comprising:

~~—— a first location;~~
~~—— a second location;~~
~~—— a plurality of locations, wherein a plurality of said locations are designated locations which form a path between said first location and said second location;~~
~~—— at least one symbol adapted to make a plurality of moves to a plurality of the locations;~~
~~—— at least one setback condition associated with at least one designated location along the path; and~~
an input device;
a processor; and
a triggering event associated with a display device configured to display a play of a primary game operable upon a wager by a player, wherein after each occurrence of said a triggering event associated with said play of said primary game:

(a) a first location and at least one location before said first location, a second location and at least one location before after said second location, and a plurality of locations which form a path between said first location and said second location are each displayed, at least one of said plurality of locations being a setback condition location,

(b) prior to causing a symbol to move to any of the locations, the symbol is displayed at the first location,

(ca) the symbol is moved from the first location to one of the designated locations along the path toward the second location,

(db) for each time occurrence of the symbol movinges to the at least one location associated with the setback condition location, a random determination is performed to determine whether to relocate the symbol is relocated to one of the designated locations along the path toward the first location and further from the second location,

(e) if the random determination is to relocate the symbol to one of the locations ~~(e) the symbol is moved to another one of the locations toward the second location and further from the first location, wherein the movement of the symbol terminates if the symbol is moved to one of the locations that is not between the first location and further from the second location, the symbol is moved to one of the locations toward the first location and further from the second location,~~

~~(f)~~ a number of each of the ~~designated~~ locations the symbol has moved to is determined, and

(g) steps (c) to (f) are repeated until the symbol is moved to said at least one location before said first location or said at least one location after said second location, and

~~(h)~~ the player is provided an award based on the determined number of ~~designated~~ locations the symbol has moved to before the symbol moves to one of the said at least one locations that is not between the before said first location and the said at least one location after said second location, said award being separate from any value which is associated with any of the ~~designated~~ locations prior to the symbol being moved to any of said ~~designated~~ locations.

Claim 35 (currently amended): The gaming device of Claim 34, which includes at least one advance condition associated with at least one of the designated locations ~~along the path~~.

Claim 36 (currently amended): The gaming device of Claim 35, wherein the symbol is ~~relocated~~ to one of the locations toward the second location and further from the first location if the symbol moves to the at least one ~~designated~~ location associated with the advance condition.

Claim 37 (currently amended): The gaming device of Claim 34, which includes a plurality of setback conditions locations ~~associated with a plurality of the designated locations along the path.~~

Claim 38 (currently amended): A gaming device comprising:

at least one input device configured to receive an input of a wager;

a display device operable configured to operate to display:

(i) a first location and at least one location before said first location,

(ii) a second location and at least one location after said second location,

(iii) a plurality of locations, ~~wherein a plurality of said locations are designated locations which form a path between said first location and said second location,~~ at least one of said plurality of designated locations being a setback condition location, and

(iv) a plurality of awards associated with a plurality of said designated locations along the path,

(v) ~~at least one symbol adapted to make a plurality of moves to a plurality of the locations, and~~

(vi) ~~at least one setback condition associated with at least one designated location along the path;~~

a processor; and

at least one memory device which stores a plurality of instructions executable by the processor to cause the processor to operate with said at least one input device and said display device, for each play of a game, to:

(a) prior to causing a symbol to move to any of the locations, display the symbol at the first location,

(ba) ~~cause the symbol to move to different designated~~ one of the locations along the path from the first location toward the second location,

(cb) provide a player any award associated with the location of the symbol has moved to,

(de) for each time occurrence of the symbol moving ~~es to the at least one location associated with the setback condition~~ location,

~~relocate~~ randomly determine whether to relocate the symbol to one of the ~~designated~~ locations further from the second location,
(ed) if the random determination is to relocate the symbol ~~moves~~ to one of the locations further from the second location, move the symbol to one of the locations further from the second location,
(f) if the symbol is moved to said at least one location before the first location, cause a terminating condition to occur,
(ge) if the symbol is moveds to one of the locations said at least one location after the second location, cause the terminating condition to occur, and
(hf) repeat (ba) to (ge) until the terminating condition occurs.

Claim 39 (previously presented): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of locations the symbol is moved to.

Claim 40 (previously presented): The gaming device of Claim 38, wherein when executed by the processor, said plurality of instructions cause the processor to provide the player at least one award based on the number of different locations the symbol is moved to.

Claim 41 (canceled).

Claim 42 (currently amended): The gaming device of Claim 38, wherein the display device is ~~operable~~ configured to operate to display at least one advance condition associated with at least one of said designated locations along the path.

Claim 43 (currently amended): The gaming device of Claim 42, wherein when executed by the processor, said plurality of instructions cause said processor to ~~relocate~~ move the symbol to one of the locations further from the first location if the symbol moves to the at least one designated location associated with the advance condition.

Claim 44 (currently amended): The gaming device of Claim 38, wherein the display device is ~~operable~~ configured to operate to display a plurality of setback conditions ~~locations associated with a plurality of said designated locations along the~~ path.

Claim 45 (currently amended): A gaming device comprising:

~~—— a first location;~~
~~—— a second location;~~
~~—— a plurality of locations, wherein a plurality of said locations are designated~~
~~locations which form a path between said first location and said second location;—~~
~~—— a plurality of awards associated with a plurality of said designated~~
~~locations along the path;~~
~~—— at least one symbol adapted to make a plurality of moves to a plurality of~~
~~the locations;~~
~~—— at least one setback condition associated with at least one designated~~
~~location along the path; and~~
an input device;
a processor; and
a triggering event associated with a display device configured to operate to
display a play of a primary game operable upon a wager by a player, wherein
after each occurrence of said a triggering event associated with said play of said
primary game:

(a) a first location and at least one location before said first
location, a second location and at least one location before after
said second location, and a plurality of designated locations which
form a path between said first location and said second location are
each displayed, at least one of said designated locations being a
setback condition location and a plurality of awards are associated
with a plurality of said designated locations along the path,

(b) prior to causing a symbol to move to any of the locations, the
symbol is displayed at the first location,

(ca) the symbol is moved along the path from the first location to
one of the designated locations toward the second location,

(db) the player is provided any award associated with the location
of the symbol has moved to,

- (~~ee~~) for each time occurrence of the symbol movinges to the at least one ~~location associated with the setback condition~~ location, a random determination is performed to determine whether to relocate the symbol ~~is relocated~~ to one of the ~~designated~~ locations further from the second location,
- (~~fd~~) if the random determination is to relocate the symbol ~~moves~~ to one of the locations further from the second location, the symbol is moved to one of the locations further from the second location,
- (~~g~~) if the symbol is moved to said at least one location before a said first location, ~~cause a terminating condition to occur~~s,
- (~~he~~) if the symbol is moveds to one of the ~~locations~~ to said at least one location after the second location, ~~cause a terminating condition to occur~~s, and
- (~~if~~) steps (c) to (h) are repeated until the symbol ~~is moved to another one of the locations toward the second location and further from the first location, wherein the movement of the symbol terminates when a terminating condition occurs~~.

Claim 46 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of locations the symbol is moved to.

Claim 47 (original): The gaming device of Claim 45, wherein at least one award is provided to the player based on the number of different locations the symbol is moved to.

Claim 48 (previously presented): The gaming device of Claim 45, which includes at least one advance condition associated with at least one designated location along the path.

Claim 49 (currently amended): The gaming device of Claim 48, wherein the symbol is ~~relocated~~moved to one of the locations further from the first location if the symbol moves to the at least one designated location associated with the advance condition.

Claim 50 (currently amended): The gaming device of Claim 45, which includes a plurality of setback conditions ~~locations associated with a plurality of the designated locations along the path.~~

Claim 51 (currently amended): A method of operating a gaming device including ~~at least one input device configured to receive an input of a wager~~ a plurality of instructions, for each play of a game, said method comprising:

(a) ~~causing a display device to display a plurality of locations including a first location and at least one setback condition location, wherein the plurality of said locations along forming a path are each associated with an award and at least one location is associated with a setback condition;~~

(b) ~~determining movement of~~ causing at least one processor to execute the plurality of instructions to cause a player-symbol to move along the path toward the first location;

(c) ~~for each time occurrence of the symbol moving~~ es to the at least one location associated with the setback condition location, relocating randomly determining whether to relocate said symbol to one of the locations along the path further from the first location;

(d) if the random determination is to relocate the symbol to one of the locations along the path further from the first location, causing the at least one processor to execute the plurality of instructions to cause the symbol to move to one of the locations along the path further from the first location;

(e) causing the at least one processor to execute the plurality of instructions to determine ~~ing~~ a number of each of the locations the symbol has moved to;

(f) causing the at least one processor to execute the plurality of instructions to repeating steps (b) to (e) until the symbol is moved to the first location; and

(g) providing a player an award based on the determined number of locations the symbol has moved to before the symbol is moved to the first location, said award being separate from any value which is associated with any of the locations prior to the symbol being moved to any of said locations.

Claim 52 (currently amended): The method of Claim 51, ~~which includes relocating~~ wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause the player-symbol to move to one of the locations toward the first location if an advance condition is associated with the location of the player-symbol.

Claim 53 (original): The method of Claim 51, which is operated through a data network.

Claim 54 (original): The method of Claim 53, wherein the data network includes an internet.

Claim 55 (currently amended): A method of operating a gaming device including ~~at least one input device configured to receive an input of a wager~~ a plurality of instructions, for each play of a game, said method comprising :

(a) causing a display device to display a plurality of locations including at least: a first location and at least one location before said first location, a second location and at least one location after said second location, and a plurality of designated locations which form a path between said first location and said second location, ~~wherein at least one of said designated locations being a~~ setback condition location and a plurality of awards are associated with a plurality of said designated locations are each associated with an award and at least one of the designated locations is associated with a setback condition;

(b) prior to causing a symbol to move to any of the locations, causing said display device to display the symbol at the first location;

(~~cb~~) determining movement of ~~causing at least one processor to execute the plurality of instructions to cause the~~ a player symbol to move to one of the locations toward the second location;

(~~de~~) for each time occurrence of the symbol moving ~~es to the at least one location associated with the setback condition location, relocating randomly determining whether to relocate said symbol to one of the locations further from the second location;~~

(e) if the random determination is to relocate the symbol to one of the locations further from the second location, causing the at least one processor to execute the plurality of instructions to cause the symbol to move to one of the locations further from the second location;

(~~fd~~) causing the at least one processor to execute the plurality of instructions to determine a number of each of the locations the symbol has moved to;

(~~ge~~) if the symbol is moveds to one of the locations to said at least one location ~~before the first location, causing a terminating condition to occur;~~

(hf) if the symbol is moved to one of the locations to said at least one location after the second location, causing the terminating condition to occur;

(ig) repeating steps (cb) to (hf) until the terminating condition occurs;
and

(jh) after the terminating condition occurs, providing a player a total award based on: (i) any award associated with any of the designated locations the symbol has moved to, and (ii) the determined number of designated locations the symbol has moved to before the terminating condition occurs.

Claim 56 (currently amended): The method of Claim 55, ~~which includes relocating wherein~~ when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause the player-symbol to move to one of the locations further from the first location if an advance condition is associated with the designated location of the player-symbol.

Claim 57 (original): The method of Claim 55, which is operated through a data network.

Claim 58 (original): The method of Claim 57, wherein the data network includes an internet.

Claim 59 (currently amended): A method of operating a gaming device including ~~at least one input device configured to receive an input of a wager~~ a plurality of instructions, for each play of a game, said method comprising:

(a) ~~causing a display device to display a plurality of locations including a first location and at least one setback condition location, wherein said plurality of said locations along forming a path and a plurality of awards are each associated with a plurality of said locations along the path an award and at least one location is associated with a setback condition;~~

(b) ~~determining movement of~~ causing at least one processor to execute the plurality of instructions to cause a player symbol to move along the path toward the first location;

(c) ~~for each time occurrence of the symbol moving~~ es to the at least one location associated with the setback condition location, relocating randomly determining whether to relocate said symbol to one of the locations along the path further from the first location;

(d) if said random determination is to relocate the symbol to one of said locations along the path further from the first location, causing the at least one processor to execute the plurality of instructions to cause the symbol to move to one of said locations along the path further from the first location;

(e) causing the at least one processor to execute the plurality of instructions to determine ~~ing~~ a number of each of the locations the symbol has moved to;

(f) causing the at least one processor to execute the plurality of instructions to repeating steps (b) to (e) until the symbol is moved to the first location; and

(g) providing a player an award based on: (i) any award associated with any of the locations the symbol has moved to, and (ii) the determined number of locations the symbol has moved to before the symbol moves to the first location.

Claim 60 (currently amended): The method of Claim 59, ~~which includes relocating wherein~~ when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause the player-symbol to move to one of the locations toward the first location if an advance condition is associated with the location of the ~~player~~-symbol.

Claim 61 (original): The method of Claim 59, which is operated through a data network.

Claim 62 (original): The method of Claim 61, wherein the data network includes an internet.

Claim 63 (currently amended): A method of operating a gaming device including ~~at least one input device configured to receive an input of a wager~~ a plurality of instructions, for each play of a game, said method comprising:

(a) causing a display device to display a first location and at least one location before said first location, a second location and at least one location after said second location, a plurality of locations along a path between said first location and said second location, at least one of said plurality of locations being a setback condition location, ~~wherein a plurality of said locations are each associated with an award and at least one location is associated with a setback condition;~~

(b) prior to causing a symbol to move to any of the locations, causing said display device to display the symbol at the first location;

(~~cb~~) determining movement of ~~causing at least one processor to execute the plurality of instructions to cause the~~ a player-symbol to move along the path from the first location and to one of the locations toward the second location;

(~~de~~) for each time occurrence of the symbol moving ~~es~~ to the at least one location ~~associated with the setback condition location, relocating randomly determining whether to relocate said symbol to one of the locations toward the~~ first location and further from the second location;

(e) if the random determination is to relocate said symbol to one of the locations toward the first location and further from the second location, causing the at least one processor to execute the plurality of instructions to cause the symbol to move to one of the locations toward the first location and further from the second location;

(~~fe~~) causing the at least one processor to execute the plurality of instructions to determine ~~ing~~ a number of each of the locations the symbol has moved to;

(~~ge~~) repeating steps (~~cb~~) to (~~fe~~) until the symbol is moved to ~~a location that is not between the~~ said at least one location before said first location and the said at least one location after said second location; and

(hf) providing a player an award based on the determined number of locations the symbol has moved to before the symbol is moved to the at least one location before said ~~that is not between the first location and the~~ at least one location after said second location, said award being separate from any award which is associated with any of the locations prior to the symbol being moved to any of said locations.

Claim 64 (currently amended): The method of Claim 63, ~~which includes relocating wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to cause the player-symbol to move to one~~ of the locations toward the second location and further from the first location if an advance condition is associated with the location of the ~~player-symbol~~.

Claim 65 (original): The method of Claim 63, which is operated through a data network.

Claim 66 (original): The method of Claim 65, wherein the data network includes an internet.

Claim 67 (currently amended): A method of operating a gaming device including ~~at least one input device configured to receive an input of a wager~~ a plurality of instructions, for each play of a game, said method comprising:

(a) causing a display device to display a first location and at least one location before said first location, a second location and at least one location after said second location, a plurality of designated locations along a path between said first location and said second location, wherein at least one of said plurality of designated locations being a setback condition location and a plurality of awards are associated with a plurality of said designated locations along the path ~~are each associated with an award and at least one location is associated with a setback condition~~;

(b) prior to causing a symbol to move to any of the locations, causing said display device to display the symbol at the first location;

(c) causing at least one processor to execute the plurality of instructions to cause the determining movement of a player symbol to move to one of the locations along the path from the first location and toward the second location;

(d) providing a player any award associated with the location of the player symbol has moved to;

(e) for each time occurrence of the symbol moving to the at least one location associated with the setback condition location, relocating randomly determining whether to relocate said symbol to one of the locations further from the second location;

(f) if the random determination is to relocate the symbol to one of the locations further from the second location, causing the at least one processor to execute the plurality of instructions to cause the symbol to move to one of the locations further from the second location;

(g) if the symbol moves to one of the said at least one locations before the first location, cause a terminating condition to occur;

(hf) if the symbol moves to ~~one of the~~said at least one locations after the second location, cause the terminating condition to occur; and

(ig) repeating steps (cb) to (hf) until the terminating condition occurs.

Claim 68 (currently amended): The method of Claim 67, which ~~includes~~wherein when executed by the at least one processor, the plurality of instructions cause the at least one processor to relocateing the ~~player~~-symbol to one of the locations further from the first location if an advance condition is associated with the location of the ~~player~~-symbol.

Claim 69 (original): The method of Claim 67, which is operated through a data network.

Claim 70 (original): The method of Claim 69, wherein the data network includes an internet.